ALBION

ISSUE 14

Six Little Diplomats
All on words do thrive.
One used the wrong ones
And then there were five.

xxxxxxxxxxxx

Number 14.   A L B I O N   March 27th 1970.

xxxxxxxxxxxx

ALBION is a journal of postal Diplomacy.   It is edited and pub-
lished by Don Turnbull, resident despite the howls of the neighbours
at 6 St. George's Avenue, Timperley, Cheshire, England.

Game fees for all ALBION games are announced at the start of such
games.   Currently there are openings for four games - the Abstrac-
tion variant, an all-comers regular game (70/3), a British players'
regular game (70/4) and a business game (British players only).
Rules and map for the Abstraction game appear in issue 11 (not 13
as announced last time);   those for the business game appear in
this issue.   Applications for these now, please.

To non-players, subscriptions are 1/- per issue (British Isles
and Ireland), 25 cents per issue (U.S.A.)   Pro rata elsewhere.
Both figures include postage.

All-for-all trade with other Diplomacy magazines is currently
limited to those appearing in the trades list.   We hope that
trade arrangements will be expanded in the future.

ALBION records the progress of postal Diplomacy games taking place
within the British Region of AHIKS, or within the area covered by
thh British Region, AHIKS membership notwithstanding.   Some
games are designed to be entered only by British players;   the
current games are examples.   Others to be commenced will run on
double-length deadlines, and hence are open to all.   The Abstraction
game and 70/3 are examples.   The policy of the magazine is to
maintain a reasonable balance between single and double games in
the future.

ALBION is a member of the Diplomacy Division of the NFFF Games
Bureau (Chairman - Don Miller;   Division Chief - Rod Walker).

Diplomacy is a game manufactured and sold by Games Research Inc.,
48 Wareham Street, Boston, Mass. 02118, U.S.A.   For availability
within the British Isles consult the editor.

Cover for this issue by Malcolm Watson.   Cartoon at rear by
George Forster.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Back to the black and white covers this time, and with a sigh of
relief for the poor bloke who does the printing.
In this issue appear the rules for Rene Nokin's business game,
announced in the last issue.   We hope to be able to run one of
these games, and the announcement of game fee, organisation etc.
appears after the rules.
You will find, in the same envelope as this, the ALBION April Fool
issue.   This is a special issue, and any resemblance between the
nonsense printed therein and the nonsense usually printed in the
regular issues of ALBION is purely illusory.   The names of the
months have been changed to protect the innocent.
So there we are.   Hope you enjoy the double issue this month.

BUSINESS GAME NUMBER ONE.

by .... RENE NOKIN.

INTRODUCTION.

The game is played by four players representing four companies A,B, C and D.   The market is represented by six customers, numbered 1 to 6 inclusive; customers sre not represented by players in the game - their actions snd decisions sre determined by the monitor.

Production facilities for esch company sre identicsl in layout, but not necessarily in size.   Three workshops (designated WS1 etc.) successively trest the same rsw material, using each its specisl expendable materisl, in order to manufacture five items for ssle. Esch item requires different lengths of time (in man-hours) and different qusntities of msterisl to manufacture.

Each turn, which represents a month in the game, each plsyer makes a series of decisions which sre communicated to the monitor; the latter determines the results of each decision and advises each player individually of his results.   At the end of a 'normal' turn each player receives only his own results; however the balance sheets of all companies are communicated to all companies every four months.

The decisions required of esch company each month consist of allocation of manpower to workshops, purchase of rsw msterial, tenders for items to be manufactured for customers, etc.

TECHNICAL RULES.

Five items may be produced simultaneously in each factory, each requiring a definite quantity of rsw msterisl snd expendable material per unit produced.   Similarly each unit produced requires s certain number of manhours in each of the three specialised workshops of each factory.

Item.	Expendable Material (Quantities per unit)			Raw Material.	Manpower in hours. (per unit)		
	WS1	WS2	WS3		WS1	WS2	WS3
1	30	4	8	38	17	3	8
2	20	3	6	22	1.5	0.4	1
3	150	16	31	140	4	16	10
4	1	1	1	7	0.2	0.1	0.1
5	5	1	3	10	2	1	0.5

Workshop Investment.
In addition, the tools in each workshop require a definite investment per man working in the workshop.

WS1.   Investment $10,000 per man.
WS2   " $ 5,000 "   "
WS3   " $ 4,000 "   "

Material.
All material (raw snd expendsble) can be ordered in the decisions of the month.   It is delivered in the turn following thedecision and is paid for (snd can be used) in the second turn sfter the decision.

Costs of material are:-

Expendable material	WS1	$0.2 per unit.
	WS2	$0.4 per unit.
	WS3	$0.8 per unit.
Raw material (all workshops)		$2.0 per unit.

Working Hours.

Each company should state, on the decisions of the month, the number of hours to be worked by each employee in each workshop separately.   Normal hours are 173 per month, and the salary is $4.00 per hour.

When required, unscheduled overtime may be worked.   Overtime hours are paid at .. $5.00 per hour, from 174 to 200 hours per month.

$6.00 per hour, from 201 to 220 hours per month.

The total number of hours worked can under no circumstances be above 220 hours per month (i.e. the maximum overtime per month is 47 hours).

Rent.

Buildings are easy to obtain and to dispose of, so the rent is 3% of the investment per turn.

FINANCIAL RULES.

The Administrative Expenses, which are to be determined by each company for each month, and included on the decisions of the month, should be at least 5% of the monthly turnover.   If they are lower, delay in invoicing and collecting of money occurs and UNPAID invoices appear on the balance sheet.   Administrative expenses can not be reduced once they have reached any level, although they may, of course, be further increased beyond that level.

MARKETING INFORMATION.

Certain information is available to companies at the start of the game which will assist them in making initial decisions.

The variation in the global market index number for all products, all customers and all companies has been:

	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
1968	100	110	115	122	130	128	110	085	112	127	130	135
1969	140	149	163	171	180	177	161	134	162	175	179	185

The sales forecast for January 1970 (start of game) is:-

Item 1 - 2,200 units.   Item 2 - 50,000 units.
Item 3 - 100 units.   Item 4 - 49,000 units.

Item 5 - 4,600 units.

MARKETING RULES.

Bids.

Each turn, each customer is assumed to be asking each company for bid prices for all five items.   Therefore each company must make 30 bids in each turn (although of course a company may quote a single price to all customers for a particular item if desired). For each bid, each company quotes its price if it thinks that it will be able to deliver.   If a company does not wish to bid on one or more items, the quote is NO.

Each company must also supply, with the quotes, a customer priority list, ranking the customers in order of preference.

Preliminary orders.
Each customer places its preliminary orders on the basis of price
quoted alone.   This aspect is handled by the monitor.

Final orders.
If a company has, in each workshop, the investment and the personnel
to produce the preliminary order it receives, these orders become
final orders.   The monitor handles this question.
If a company cannot execute all the preliminary orders, it receives
only orders from its preferred customers (taken from the priority
list submitted by the company).   The priority list may, of course,
be changed by the company each month.   If one order must be rejected
then all the orders for that customer for that turn are lost.
There is no other penalty for lost preliminary orders.

Shortage of material.
If a complete order cannot be produced for lack of any material,
the final order will not be completely supplied to the customer.
In addition, the decided manhours will have to be worked (and paid
for) although they were actually spent, wholly or partially, in
awaiting material.

TIMING OF DECISIONS AND RESULTS.

Administrative expenses occur, are paid for, and give their results
in the turn where they are decided.
Material is ordered in one turn, obtained the next, and is usable
(and must be paid for) the turn after.
Manpower and number of hours worked are available and paid for in
the turn following the decision turn.
New investment is paid for in the turn it is ordered, and can be
used from the next turn onwards.
Orders are fabricated and invoiced in the turn following the bid.
They are paid three months after the invoice if administrative
expenses are OK.   Otherwise, invoices for an amount exceeding
by 20 times the administrative expenses of the turn are carried
forward on the following turn.

Conditions of Victory.

The company that has, for three consecutive turns, a higher turn-
over than the sum of the second and the fourth companies on the
turnover-by-company list gains victory.
Any company falling without cash at any period is bankrupt and
leaves the game.   A company may also win if all the others go
bankrupt.
In all cases, if the game is not finished after twelve turns (one
game year), any player may decide that the game will finish at the
twelfth turn before seeing the balance sheets for that turn.   In
that case, the highest accumulated profit wins.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

There are the rules, folks - hope everyone is clear.   If not, then
a sample decision sheet appears on the next page.   From my examination
of the rules and the monitor manual, which Rene has sent me, the game
is reasonably easy on the players, but pretty tough for the monitor.
However I suppose you will all agree that this is how it should be
anyway.   No sympathy, you lot!

NEW GAME OPENING IN ALBION!

1970/BG1 is now open. This will be the first trial of Rene's business game, and we hope it will be the first of many such trials in these pages. This is a totally new departure for a Diplomacy magazine, as far as I know.

1970/BG1 will be open to British players only, since deadlines will be slightly less than those for Diplomacy moves. Why less? Well, Rene will be monitoring the first game, so we are going to have to cope with mail to and from Belgium. I will merely be checking the calculations, in order to equip myself with sufficient experience to monitor in the future, and printing whatever is to be printed. I will consult with Rene exactly how much is to be printed in each issue - clearly we are not going to give secrets away that might be useful to other companies in the game; however we hope to print enough each issue to make the progress of the game interesting and enlightening to spectators.

Thus, decisions of the month will be sent by the players to Rene a few days before the next issue of ALBION is to be printed; he will then mail them to me, together with the material to be printed. The game fee will be £1, slightly higher than normal to take care of the extra postage involved for Rene. However, if you want a place in the game, you have probably already paid for postage of issues of ALBION by virtue of being in a Diplomacy game, so in this case no extra postage is required.

So, there we are, and four places vacant. Decisions for the game itself to Rene Nokin, Rue de la Kelle 6, B-1338, Lasne, Belgium; however, if you want a place in the game, apply to myself, not to Rene.

STOP PRESS. Now only three places vacant. Michael Nethercot has already signed up provisionally.

Sample bids and decision sheet.

FEBRUARY 1970.		BIDS FOR MARCH.			Company A.	
	Item	1	2	3	4	5
Customer 1		300	NO	1605	NO	115
Customer 2		300	NO	1605	NO	115
Customer 3		300	NO	1605	NO	115
Customer 4		300	NO	1605	75	115
Customer 5		280	NO	1580	75	115
Customer 6		300	NO	1605	75	115

Customer priority:- 5,6,4,1,2,3.

FEBRUARY 1970.	DECISIONS OF THE MONTH.		COMPANY A.

Administrative expenses .... £ 000,000

	For WS1	For WS2	For WS3	Raw.
Material (Units)	091,000	013,000	025,000	115,000
Men	209	37	99	
Hours	173	173	173	
New investment (£)	2,090,000	185,000	396,000	

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Game Theory Homework Review.

1.

4	0	2
6	7	1

Quite easy, this one. Pausing only to verify that there is no saddle point (maxmin is 1, minmax is 2) and that there is no dominance, we proceed to have a look at the sub-games.

Sub-game 1.

4	0
6	7

Saddle point at Blue 2 / Red 1. Not the solution.

Sub-game 2.

4	2
6	1

Saddle point at Blue 1 / Red 2. Not the solution.

Sub-game 3.

0	2
7	1

Blue plays 3:1
Red plays 1:7
Value $1\frac{3}{4}$

Final test: using the Blue mixed strategy from sub-game 3 against the Red strategy not appearing in that sub-game (i.e. Red 1) we get the fact that Blue would win $4\frac{1}{2}$. Thus the player with the two strategies (blue) does better against the missing Red strategy than against those Red strategies appearing in the sub-game (Red 2 and Red 3). Hence this is the right sub-game, and the complete solution is:-

Blue plays 3:1.
Red plays 0:1:7.
Value $1\frac{3}{4}$.

2.

1	-3	5	-7	9
-2	4	-6	8	-10

A bit more tricky (or rather just as easy, but longer). No saddle point, and no dominance. I'm really being cruel to you poor souls this time. OK - let's try the sub-games. And this time we will make it clearer where these come from.

		Red	
		1	2
Blue	1	1	-3
	2	-2	4

The solution of sub-game 1 is soon found to be:-

Blue plays 3:2   Red plays 7:3
Value of the game is -0.2 (sorry about the decimal).

Unfortunately, this isn't the right sub-game.   For it to be so,
we should try the mixed Blue strategy against Red 3, Red 4 and Red
5 in turn, and each time get a value better (for Blue) than -0.2
Against Red 3 the value is 0.6 so that's OK, and against Red 5
the value is 1.4 so that's OK as well.   However against Red 4
the value is -1.   Therefore this one isn't the right sub-game,
and we must try again.

Sub-game 2.

	Red	
	1	3
Blue 1	1	5
2	-2	-6

Saddle point here, at Red 1 / Blue 1, so this one is no good either.

Sub-game 3.

	Red	
	1	4
1	1	-7
2	-2	8

The solution is:-   Blue plays 5:4   Red plays 5:1
Value of the sub-game is $-\frac{1}{3}$

Trying this in turn against the missing Red strategies, we get:-

Against Red 2 the value is 1/9.
Against Red 3 the value is 1/9 again.
Against Red 5 the value is 5/9.

Therefore we have hit the right one - Blue does better against any
of the missing Red strategies than he does against the right play
of strategies 1 and 4.   The final solution is:-

Blue plays 5:4
Red plays 5:0:0:1:0
Value $-\frac{1}{3}$

3.

1	5
2	4
3	3
4	2
5	1

Again, no saddle point and no dominance.   So we have a look at the
sub-games.   And you are going to love me for this one - it looks
ominous, anyway, with the symmetry of the payoffs.   Without going
into full detail, what happens when you consider the sub-games is....

	Red 1	Red 2
Blue 1	1	5
Blue 2	2	4

	Red 1	Red 2
Blue 1	1	5
Blue 3	3	3

	Red 1	Red 2
Blue 2	2.	4
Blue 3	3	3

	Red 1	Red 2
Blue 3	3	3
Blue 4	4	2

	Red 1	Red 2
Blue 3	3	3
Blue 5	5	1

	Red 1	Red 2
Blue 4	4	2
Blue 5	5	1

ALL the above sub-games have saddle points - check them yourself.
Therefore they cannot be the solutions; there are ten sub-games in
a 5x2, and the other four are equally interesting.

	Red 1	Red 2
Blue 1	1	5
Blue 4	4	2

	Red 1	Red 2
Blue 1	1	5
Blue 5	5	1

	Red 1	Red 2
Blue 2	2	4
Blue 4	4	2

	Red 1	Red 2
Blue 2	2	4
Blue 5	5	1

All these sub-games have the same solution:-

> Blue plays the strategies in ratio 1:1 (for the
> second and third sub-games) or in ratio 1;2 (for
> the first) or 2:1 (for the fourth).
> Red plays in ratio 1:1 for all four.
> The value of each game is 3.

It should come as no surprise to you that, when you try the Blue
mix from one particular sub-game against the Red strategies omitted
from that game, the value remains the same - 3.   This is a property
of the symmetry of the original game, and we can use it to advantage.
You see, there's no point in considering Blue 3 in any sub-game,
since it will always, and obviously, yield a saddle point in that
sub-game, which in turn means it cannot solve the original.   This
avoids the necessity of considering 4 of the 10 sub-games right
from the start.
The complete solution is, of course, a bit complex.
Blue plays 1:0:0:0:1 or 0:1:0:1:0 or 1:0:0:2:0 or 0:2:0:0:1 (or
any combination of these).
Red plays a dour 1:1.   Value of the game is 3.

Sorry about that one, folks.   Still, it all adds to the interest.
As the loan merchant once remarked.

4.

$$\begin{array}{rr} -1 & 5 \\ -3 & 1 \\ 0 & -3 \\ -3 & 0 \\ 1 & -3 \\ 5 & -1 \end{array}$$

Something approaching symmetry here, too, but you will find it's
not so bad as the last.

Clearly there is no saddle point, neither is there any dominance.
Here's for the sub-games, then.

Sub-game 1.

$$\begin{array}{rr} -1 & 5 \\ -3 & 1 \end{array}$$

Saddle point at Blue 1 /
Red 1.   Not the solution.

Sub-game 2.

$$\begin{array}{rr} -1 & 5 \\ 0 & -3 \end{array}$$

Solution: Blue 2:1
Red 8:1.
Value $-\frac{1}{3}$

No good, however, since the following winnings against the absent
Blue strategies don't work:

> Red mix against Blue 2 gives $-23/9$.
> against Blue 4 gives $-24/9$.
> against Blue 5 gives $5/9$.
> against Blue 6 gives $39/9$.

Too much discrepancy here, I'm afraid, so on we go.

Sub-game 3.

$$\begin{array}{rr} -1 & 5 \\ 1 & -3 \end{array}$$

Solution: Blue 2:3
Red 4:1
Value $1/5$

Again, no good.

> Red mix against Blue 2 gives $-11/5$
> against Blue 3 gives $-3/5$
> against Blue 4 gives $-12/5$.
> against Blue 6 gives $19/5$.

Pity about Blue 6 - the other results are OK.   But we are not there
yet.   Don't worry - this takes a lot less time to calculate than
it does to write down.

Sub-game 4.

$$\begin{array}{rr} -1 & 5 \\ 5 & -1 \end{array}$$

Solution: Blue 1:1
Red 1:1
Value 2.

Thia seems more hopeful, since there is a nice aymmetry about the resulta which reflects that of the queation.   Trying the Red mix, we get:

<div align="center">

against Blue 2 givea -1
against Blue 3 gives -1½
against Blue 4 gives -1½
againat Blua 5 givaa -1

</div>

Therefore Red could do battar in this game if he were to avoid the aub-game abova, based on Blua 1 and 6.   Howevar Blue can ensure that Red is forced to play that aub-game, by avoiding all strategiea except 1 and 6.   Hanca we have the solution, aa follows:-

Blue plays 1:0:0:0:0:1.
Red plays 1:1
Value 2.

Hope you enjoyed thia little excursion into more difficult gamea, by and large, than you hava met before.   Preparing you, as it ware, for the rigours of the 3X3 games to come.
Incidantally, what does 'by and large' mean?   Anyone?   Will have to write a story on that aomaday, involving a character called (you have guaaaed it) Groasertweedle, who was so fat that he couldn't gat out of an open prison.   Now, on with the aeriaa, and aomething eaay for you this time.

<div align="center">

GAME THEORY.

</div>

Part 10.   Our friend the determinant.

Before you look at larger gamea, it would be wiae for you to get soma knowledge of another mathematical waapon we keep tucked away in the armoury.   The detarminant is a harmleas baaat, really, and vary aimilar to his brother, tha matrix, who you have met ao often.
Like a matrix, a determinant ia merely an array of numbera.   However there are two principal faaturea which distinguish him from the matrix - the way he is written, and his shape.
So far we have baen accustomed to writing a matrix in a square box, thus:-

<div align="center">

$$\boxed{\begin{array}{cc} 3 & 5 \\ 4 & 1 \end{array}}$$

</div>

However he would have been moat offanded had he known, aince it ia uaual to write tha matrix in brackets, either curvad or aquare, aa below:-

<div align="center">

$$\begin{bmatrix} 3 & 5 \\ 4 & 1 \end{bmatrix} \text{ (square)} \quad \text{or} \quad \begin{pmatrix} 3 & 5 \\ 4 & 1 \end{pmatrix} \text{ (curvad)}.$$

</div>

Now tha datarminant ia still an array of numbers, but written in a different fashion, thus:-

<div align="center">

</div>

Our new friend, the chummy determinant:-

$$\begin{vmatrix} 5 & 3 \\ 2 & 4 \end{vmatrix}$$

Subtle, difference, eh? Notice the grandeur, the polish, which comes from being a determinant rather than a mere matrix.
In future we will continue to show game matrices in boxes, as before.   However, if we want ever to distinguish between a matrix and a determinant, we will have to write the former in either square or curved brackets.   OK?
The determinant is a rather more classy and particular beast in respect of his shape, also.   A matrix can be any rectangular shape - we have already met 2x4 matrices etc. - but the determinant is always square.   No comment.
Finally, and more important than ever, a determinant has a value, which is more than can be said for a matrix (of course a game has a value, and we represent games in matrices, but the word 'value' is rather different in meaning when we talk of a determinant).

Here is a nice anonymous determinant.

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix}$$

The letters stand for numbers - you have all done algebra, I suppose, albeit at the wrong end of a gun.
The value of this determinant is quite simply the difference between the diagonal products, thus:

$$\text{Determinant value} = ad-bc$$

This applies to a 2x2 determinant, such as we have here; a 3x3 determinant (and larger) has a value, but I'm not going into that now.
A couple of examples should accustom you to the job, which is going to be important, as well as allowing you to brush up on your algebra, a craft I warrant you thought you had left behind for good.

$$\begin{vmatrix} 5 & 2 \\ 1 & 4 \end{vmatrix}$$
Determinant value = 5x4 - 1x2 = 20 - 2 = 18.

$$\begin{vmatrix} 3 & -2 \\ 1 & -4 \end{vmatrix}$$
Determinant value = 3x-4 - 1x-2 = -12 - (-2) = -12 + 2
= -10

$$\begin{vmatrix} -4 & -3 \\ -1 & -7 \end{vmatrix}$$
Determinant value = -4x-7 - -1x-3 = 28 - 3 = 25.

Hope you have all remembered that two negative signs multiply to form a positive sign.   Rather like throwing a promissory note down the drain (the note is negative, since it records the fact you owe cash; the action is negative, in the sense that you throw the thing away rather than picking it up; result - you have saved yourself money, hence the combination produces a positive sign).

So there you are – wish everything else were as simple.   Got the
idea?   I hope so, since you will need it when we come to the 3x3
game.   Sooner or later I will have to tell you how to work out the
value of a larger determinant, but sufficient unto the day........
Rest assured that the knowledge of the value of a 2x2 determinant
is all you will need for some time to come.   In fact, there are no
new mathematical weapons to teach you now, which is some consolation
I am sure.
There's no need to set homework this time, since you can quite
easily invent a 2x2 determinant on your own.   Of course, you could
have invented a 2x2 game, and saved me the trouble of setting some
problems earlier in the series, but you would have found a depressing
number of saddle points, which is why I did the work for you.   Hope
you appreciate this – my pupils never do.
Discourse only next time.   See you then.
Prof. Erasmus Thing.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Now, a 'special' for ALBION.   You will have noticed recently that
one of the new subscribers was Richard Redd, K'vutzat Urim, Doar Na
Negev, Israel.   Richard is, in fact, American, and moved to Israel
recently, where he spends his time playing wargames and cutting off
the ends of his fingers in the workshop under the mistaken impression
that they are pieces of wood.   Richard is actually a specialist in
epic Hebrew poetry, when he's not cutting himself to bits, and he
recently sent me the following account of the derivation of the
word ALBION, our explanation for which appeared in issue 1.

'In my afore-mentioned studies of Hebrew poetry, I've been slightly
led astray.   Like to Wales, I have discovered the real etymology
of the word ALBION.   With due apologies to Robert Graves and Sir
James Fraser I present my thesis.
'In a legend preserved by Nennius, Britain derives its earliest
name, Albion (by which it was known to Pliny), from Albina (the
White Goddess), the eldest of the 50 Danaids of Greek myth.   The
name Albina, a form of which was also given to the river Elbe
(Albis in Latin), and which also accounts for the German words
elven (an elf-woman), alb (elf) and albrücken (the nightmare or
incubus), is connected with the Greek word Alphos, meaning dull
white leprosy (Latin albus), alphiton (pearl barley) and Alphito
"The White Goddess", whom Sir James Fraser regards as Demeter or
her double Persephone.   She was originally the Danaan barley
goddess of Argos.
'The white hill, or Tower Hill, at London preserves her memory,
the keep built in 1078 by Bishop Gundulf being still called the
White Tower.'
'Now you can never say I didn't contribute to your magazine.   I
will of course expect royalties if you print this.'

Many thanks, Richard.   I only hope I have spelled all the names
right, since Richard had just indulged in one of his carpentry
sessions before he wrote the letter, and the writing is rather
difficult to read.   Understandably so.   You should read mine
when I haven't been chopping my fingers up.
Anyway, a very interesting account.   Richard – are you sure it's
nothing to do with the untarnished character of the British?????

More Letters to ALBION.

David Jones, 4/58 Deveron Drive, Tilehurst, Reading RG3 4YE.
Dear Don,
Many thanks for your letter.   Now that I know the postal procedure
bit, I'm sure 70/3 on an international basis should be great fun.
You perilously asked for my opinion of ALBION.   Frankly it's hard
to find words to describe it.   Seriously it's great to know that
the whole caper is as informal as fish and chips out of the Sunday
Times.   I always knew that there must be other nuts in this great
wide world;   now it's confirmed.
Seriously, again (but not too seriously) you're doing a grand job.
As that immortal bard, S.M. once said - 'several and a half miles
north east of Knutsford is where it all happens - or doesn't, as
the case may be.'
Looking forward to receiving ALBION 14.
David Jones

Charles Wells, 3021 Washington Boulevard, Cleveland, Ohio 44118.
Dear Don,
Several comments on ALBION.   First, there are at least four
American gamesmasters who do not allow a player to remove a ret-
reating unit if there is enough space to retreat it to;   namely
John McCallum, who first thought up the idea, myself and Sid Cochran
and Terry Kuch, who use the rules I wrote.
The introduction of this rule, which I call the McCallum rule
(after all, it's about time that Diplomacydom's foremost rules
expert should have a rule named after him), is fraught with a
difficulty.   Namely, what do you do if a player refuses to retreat?
McCallum and I both solved that by specifying where the retreat will
be if the player doesn't make it.   McCallum uses the Just Right
Hand Rule;   I wrote a much more complicated one in an attempt to
make the retreat that results reasonably good.   I did the latter
also because I have long been interested in the idea of a computer
program for playing Diplomacy.   Such a thing would be monstrously
difficult;   indeed, the retreat 'program' that I wrote is 1) quite
complicated, and 2) probably not complicated enough!
By the way, both McCallum and I make this automatic retreat only
in the case that the player cannot or does not send in a retreat
order, and we both allow an extra season for the retreat to be
made.   Just's original Right Hand Rule was used for ALL retreats,
which of course speeds up the game at the expense of good play.
I won't comment on the victory criterion except to say that I
wrote an article on it in the last LM which is on its way to you.
Concerning variants: I have NEVER understood why people care about
these elephantine games with pages and pages of rules and huge,
complicated maps.   They generally seem to be attempts to combine
Avalon Hill fineness of maneuvering with Diplomacy's large-scale
strategy.   Such a thing ceases to be a game;   it becomes a simul-
ation, and although I have nothing against simulations, you CANNOT
do a decent one without several years' full-time research, plus a
computer.
I have had proposals from many people about how I should jazz up
Parlement.   These usually consist of numerous additional bills,
more complicated and varied sources of votes in elections, Presid-
ents, Senates etc.   Since the people who think up these rules seem

to do it more or less at random, they gain NO realism, only
more complexity.
Parlement is designed so that when the players play it, their
actions mimic the actions of real-life politicians in multi-
Party Parliaments.   One may criticise it for not doing this, or
for not being a good game, but I resent the criticism that it is
not 'realistic' enough.   It's not too simple - it's too complicated
NOW!
Of course, a lot of the complaints have come from people who
expect it to be like American politics, when it is supposed to be
like French politics.   The trouble is, not many Americans know
anything about European politics; at least, not war-games players
and Diplomacy players.   I need to advertise the game in political
magazines, I guess.
On page 28 of the January issue; I must clarify one point.   I
allowed Smythe to gobble up my Italy from behind in the game
McCallum mentions because I was carrying out an agreement that I
would help him win, since he had helped me win 1965A.   My 'feud'
with Reinsel was not my reason for allowing Smythe to do this.
My 'feud', by the way, consisted of my criticising Reinsel's postal
rules as encouraging dropouts, and of his calling me names.
Stay well; Charles.
** It's nice to know that the inventor of Parlement thinks the game
is too complex in its present form - I thought I was thick (and I
am probably still right) in being unable to grasp the rules.   Glad
to hear that Charles is stoutly resisting arguments asking for
more complications; what I need, to be safe, is a 'kiddies' version
to give me a chance to understand the game.   The lack of response
to the offer we made of a Parlement game in ALBION some time ago
is a fair indication that others who have the rules think likewise.
Anyway, many thanks for the comments, Charles.   One point, though,
as a mathematician, the game theory articles will be old hat to you,
no doubt; the question is - how many mistakes have I made so far?
The rest of the readership seem singularly uninspired in their efforts
to pick out my errors. djt**

Larry Fong, 704 Alice Street, Oakland, California 94607.
Dear Don,
Your ALBION is well worth double the price. ...... I would appreciate
knowing when you will be accepting trades.   I will soon be putting
out my third Dippy 'zine, and if you trade you'll get all three.
Mostly, trades are good for keeping records, in that I won't have
to keep remembering to send you money.
WRONG!   The BERZERKELEY BARK is one section of three which go to
form the LGBBAHBC.   Let's start all over....The LIMBOURG GAZETTE
AND BI-MONTHLY ALMANAC, published by Craig Klyver with 6 games,
ceased to be.   Games were distributed to volunteers.   I received
two and formed the BERZERKELEY BARK around them.   Lee Childs, my
co-editor, received one game and formed a continuation of the
LIMBOURG GAZETTE.   We wrote one another quite often on cooperation
and finally we merged.   Lee Childs happened to mention something
about HOLY BIBLE CRUSADE so we added that to our name.   Lee picked
up one more game from a deserting substitute gamesmaster of one
of the Limbourg games and we had four of the original.   Out title
became THE LIMBOURG GAZETTE, BERZERKELEY BARK & HOLY BIBLE CRUSADE

which may be referred to as the LGBBAHBC, the BARK, or anything
you want to call it.   From there we expanded to 6 games.   The
LGBBAHBC grew out of one 'zine - the now defunct Craig Klyver's
LIMBOURG GAZETTE AND BI-MONTHLY ALMANAC.
Our second 'zine, which is edited by George Schelz Jnr, Lee Childs
and myself (also publisher) is called FUG, with sections to be
called FUG EAST (george living in NY), FUG WEST (my section) and
Lee's yet un-named section.   This 'zine is based on very fast
games and little small talk.   Deadlines are zip zip zip, or will
be if we ever get organised.
The third 'zine is not yet out and is just me.   It's to form the
basis of a Diplomacy Society of a wargaming club/corporation.
Gonna go and call it the SITZMARK.
Your 'zine quality is very good, as is your your your your (I
wrote one too many and figured, why quit?) content.   It is
absolutely lovable (ugh!).   Well, anyway I continue to invest if
you'll let me know how.
Sincerely; Larry.

**Larry's reference to his difficulty in subscribing cash to the
ALBION coffers refers back to the dollar note (sorry, bill) he
sent me, which caused me to indulge in some rather undercounter
financial transactions, recounted in an earlier issue.   At the
moment, as it happens, I am quite happy to receive dollar bills
(preference will be given to multiples of ten) since I can then
spend them in the U.S.A. this summer, and save taking over any
gold bricks, or the Tower of London for sale.   However after
July this method will be obsolete - it's unlikely we will be able
to afford to leave Timperley, never mind go to somewhere in the
dollar area, after the expense of the trip this year.   Subs from
U.S. subscribers can therefore go to Bob Johnson, who will keep
me posted. djt**

Dick Holcombe, 45 Kimberlin Heights Drive, Oakland, California.
Dear Don,
............Truly I was aware of your 25¢ price for subs (presumably
by surface), but knowing that some of our more affluent members
might insist on air, and believing that you lack back copies of one
or two of your earlier issues, I felt constrained to do a little
pricing for you.
First, for air, I believe this costs you 1/6d per $\frac{1}{2}$ oz.   Your
paper seems to be about the same weight as that used in the PACIFIC
DIPLODEUR, which I've observed to be JUST over five sheets to the
ounce.   The first 10 issues probably averaged around 10 sheets
apiece, so I anticipated a mailing cost of (now in U.S.) 18¢x4
=72¢.   Future issues were anticipated to run closer to 15 sheets,
so 18¢x6=1.08 dollars.   So I figured a dollar should be a nice
even price to set you until you had a chance to re-evaluate.
Naturally, if you use less than first class for single mailings,
I overestimated.
When pricing your back issues by surface, I took into consideration
that you might have to photocopy some of the back issues, probably
at about 5¢ per page, so left you some leeway for that purpose.
Anyway, how can you possibly make it at 25¢ per issue???

** The ALBION Comptroller and Financial Advisory Panel is housed

in a dingy office in Manchester.   So far I haven't been able to
find it, although curious sounds reach me whenever I pass the Tatler
'Adult Film Club', and my suspicions have been aroused (along with
other things) more than once.   At present, however, I think I know
how I manage on 25¢ per issue.   I just lose money.   How much is
not yet revealed to me.   However in a future issue I aim to produce
a financial account for the entire ALBION publication roster in the
last nine months or so.   This article promises to be the funniest
since Hypertweedle, so don't miss it.
Seriously, I will have to re-evaluate the affairs of the magazine.
Overseas response has been larger than I had thought possible, and
the fact that envelopes and things keep going up in price hasn't
made the job easier.   Dear reader, don't destroy the envelope in
which this issue reached you - it cost 5d to purchase and hence
should be good for a few years yet.   Anyway, here's a warning -
soon I will be publishing a financial account.   And after that you
will be able to see me on visiting days only.   Please don't hide
the file in the cherry cake - it plays hell with my teeth.   djt**

<u>Trades and Subscriber List. Additions and corrections.</u>

Please amend the list published in issue 13 as follows:-

Add 29.   Bernie Ackerman, (S).   (14).   P.O.Box 6, Daggafontein,
          Transvaal, South Africa.
Amend.   Buddy Tretick (S).   (23).
Add 30.   David Jones (S).(?).   4/58 Deveron Drive, Tilehurst, Reading.
<u>Back issue requirements list.</u>

Please send your requirements for this list if your name does not
appear and, for some reason, you want to obtain copies of those
issues of ALBION currently out of print.   At present the list is
as follows:-
23.   Bill Heim.   Wants 1,3,4,5.
28.   Rod Blackshaw.   Wants 1,3,4,5.
29.   Bernie Ackerman.   Wants 1,3,4,5.

<u>New Games.</u>

The lists for Abstraction, 70/3 and 70/4 are filling up nicely, and
confirmations are coming in.   Still one or two unconfirmed places
in each game, so if you want a place, now is the time to write!
Don't send game fees etc. yet, incidentally.
I hope to be publishing a list of confirmed players in issue 15,
together with the first deadline date.
Note that 70/3 will be run on slightly different lines - I will be
playing!   No, I won't cheat and gamesmaster as well - Malcolm
Watson has kindly volunteered, withh is arm up his back, to act as
gamesmaster for that game.   However you can still send your orders
to me - just stick them up with Sellotape and Malcolm will verify
that the seal is unbroken when the orders reach him.   Write your
initials under the tape, perhaps, so that I can't open the orders
without defacing the initials.   Looking forward to being locked
in combat again, after my first tragic effort in DIPLODEUR II.
What Malcolm doesn't know is that he will be doing the typing for
70/3 as well......................

REPORT.   ALBION 69/1 (1969BG).   Autumn 1907 orders.

Austria (Nethercot);   A(Gal) S Russian A(Mos)-War.
                           A(Tyr) S A(Ven).   A(Tri) S A(Ven).
                           A(Boh)stands.   A(Ven) stands.

France (Watson);   A(Tus)-Rom.   F(Nap) S A(Tus)-Rom.
                           F(IOS)-Tun.   A(Yor)-Nor.
                           F(NTH) C A(Yor)-Nor.   F(NWG) S A(Yor)-Nor.
                           F(Ska) S A(Yor)-Nor.   F(MAO)-WMS.
                           A(Pie)-Ven.   A(Ruh) S German A(Mun).

Germany (Newcombe);   A(Mun) stands.   F(BAL)-Liv.
                           A(Pru) S F(BAL)-Liv.   F(Ber)-BAL.
                           A(War)-Mos.   F(Den)-Swe.

Italy (Robertson);   A(Rom)-Ven.   F(ADS) S A(Rom)-Ven.

Russia (Hancock);   A(Mos)-War.   A(Liv) S A(Mos)-War.
                           F(BAS) S F(Nor).   F(GoB) S A(Swe).
                           F(Nor) S A(Swe).   A(Swe) S F(Nor).

Turkey (Wood);   F(AES)-EMS.   A(Bul)-Gre.
                           A(Arm) stands.   F(Con)-AES.
                           A(Alb) stands.

Retreats: Russian A(Liv) retreats to St.P or Moscow.
               Russian F(Nor) retreats to St.P-NC (only place).
               Italian A(Rom) retreats to Apu (only place).
               German A(War) retreats to Sil (only place).
The Russian retreats being possible in only one way, they will be
performed as follows:- F(Nor) retreats to StP-NC, A(Liv) to Mos.

Notation: S = supports.   C = convoys.   Underlined moves fail.

Builds.

Austria controls: Vie, Tri, Bud, Ser, Ven.   No change for 5.
France controls: Par,Bre,Mar,Por,Bel,Spa,
                    Lon,Lpl,Edi,Nap,Tun,Rom,Nor. Builds 3 for 13.
Italy controls: Rom,Tun.   Eliminated.   Removes A(Apu),
                                                          F(ADS).
Germany controls: Ber,Kie,Mun,Den,Hol,War.   Removes 1 for 5.
Russia controls: Mos,War,StP,Swe,Rum,Sev,Nor. No change for 6.
Turkey controls: Ank,Smy,Con,Gre,Bul.   No change for 5.

DEADLINE FOR WINTER 1907 BUILDS IS Wednesday April 8th.

Press Releases.

From the German Press. There is a lull over Central Europe which,
we feel, must soon break into open conflict as the Russians try to
stir up trouble to postpone the hour of their ultimate collapse.
The vulture of doom is hanging over the Eastern capital and its
fickle dependencies.   The German system of defensive alliances
has shown itself to be the backbone of our conquests and of those
of our friends and allies.   Poland is only the beginning!
Bülow.

<u>REPORT</u>.   <u>ALBION 69/2 (1969CF)</u>   Autumn 1903.

First, an apology for an error which appeared in the report for
Spring 1903.   The Austrian order F(Alb) S A(Ser) is clearly
illegal, and should have been underlined. My thanks to Bob Stuart
who pointed out the mistake.

Austria (Wood);   F(Alb) S Italian A(Tun)-Gre.
                       A(Ser) S A(Bud).   A(Bud) S A(Ser).
                       A(Vie) S A(Bud).

England (Hancock);   F(Cly)-Lpl.   A(Yor) S F(Cly)-Lpl.
                       <u>F(Lon)-Wal.</u>

France (Evans);   F(ENC)-Lon.   A(Wal) S F(ENC)-Lon.
                       <u>F(Lpl) stands.</u>   A(Bur) stands.
                       <u>F(MAO) stands.</u>   A(Spa) stands.

Germany (Stuart);   F(NTH)-Edi.   F(Swe)-Nor.
                       F(BAL)-Swe.   A(Kie)-Mun.
                       A(Pru) S A(Sil).   A(Sil) S A(Pru).

Italy (Watson);   A(Tun)-Gre.   A(Tyr) stands.
                       F(IOS) C A(Tun)-Gre.   F(Smy)-Con.
                       F(AES) S F(Smy)-Con.

Russia (Robertson);   F(BAS)-NWG.   A(Gal)-War.
                       A(Liv) S A(Gal)-War.   F(Rum) stands.
                       A(Ukr) S F(Rum).   F(GoB)-BAL.

Turkey (Thomas);   F(EMS) stands.   <u>A(Gre)-Bul.</u>
                       <u>A(Bul)-Con.</u>   <u>F(Con)-BLA.</u>

Retreats: English F(Lon) retreats to NTH (only available).
               French F(Lpl) retreats to IRI or NAO.
               Turkish A(Gre) cannot retreat and it eliminated.

Notation: C = convoys.   S = supports.   <u>Underlined moves fail</u>

<u>Builds</u>.

Austria controls: Tri, Bud, Vie, Ser.   No change for 4.
England controls: L̸o̸n̸, Lpl, E̸d̸i̸.   Removes 2 for 1.
France controls: Par, Mar, Bre, Bel, Por,
                    Spa, Lon.   Builds 1 for 7.
Germany controls: Ber, Mun, Kie, Den, Hol,
                    Nor, Swe, Edi.   Builds 2 for 8.
Italy controls: Ven, Rom, Nap, Tun, Smy,
                    Con, Gre.   Builds 2 for 7.
Russia controls: Mos, War, Sev, StP, Rum,
                    S̸t̸P̸.   Removes 1 for 5.
Turkey controls: C̸o̸n̸, Ank, Bul, S̸m̸y̸.   Removes 1 for 2.

<u>DEADLINE FOR WINTER 1903 BUILDS IS Wednesday April 8th</u>.

From the Austrian Press.

Our resident paranoic schizophrenic (according to our Russian friend) is deciding how he can be of aid to Germany in her approaching conflict with the Bear.   Russia, now realising that her ally Turkey is doomed, must turn on either ourselves or our neighbours Germany, and is planning a campaign with this in mind. However it must be stated that we will not trespass into Russian native territory unless severely provoked.   This statement rescinds the previous declaration of war by the Count.
No further inventions are forthcoming at present from the Count, mainly because he has yet to awake from his sleep on the atomic bed.

The ALBION gossip-mongers, having heard no news from the Russian press recently, have been infesting Warsaw sewers in an attempt to find out what is going on.   So far they have gathered that the Russian peasants, having found out that all the printing presses were of German manufacture, have run amok and smashed all the presses and other means of communication with the outside world. This news they conveyed to the ALBION agency by nuclear carrier-pigeon, a reeent invention which we discovered in a brown paper parcel in a Vienna sewer.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Diplomacy Rule Book differences.

You will remember that in the last issue we made the startling revelation that the British and American rule books for the game of Diplomacy are different.   Further investigation reveals that the principal differences are as follows:-

1.   The layout of the American book is more logical and ordered than ours.   Whereas we find that certain rulings, linked in the game in nature, are to be found in different sections of the book, in the American book they are grouped together in logical 'chapters' and the result is a considerable improvement in clarity.
2.   Under 'the support order' the American book has the following extra ruling: 'The exception under Conflicts is that an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is, a country may not force one of its own units to retreat'.   This rule we have, of course, accepted - indeed there has been a short discussion on the rule in a previous issue of ALBION.   However it is not mentioned in our book.
3.   The section on 'cutting supports' is made much more clear in the American book by the use of two examples, absent from our version.   In addition, the rules make it clear, in the same section, that the support order is the only order which is nullified by an attack from the side; a unit ordered to move, even if the move does not take place, may still cut a support.   This occurs even if the unit is actually displaced from its position.   However this section has been further clarified, in Diplomacy magazines, by the rule we now know as Miller's rule.

4. Under the section on standing and receiving support, there appears the additional ruling that a unit ordered to move cannot be supported in place if the move fails.
5. Under the retreat appears the ruling that an army cannot be convoyed in retreat.

The rest of the rule books are virtually identical. In fact, there is clearly no difference between the two as far as actual play is concerned - the difficulty arises when an American games-master quotes a particular page and paragraph reference, without further explanation, as explanation for a particular decision he has taken. In such circumstances a British player, with the British rule book, is apt to be confused, as happened in my case in the Diplodeur game.
So all is well, after the slight shock caused by finding that the books were different. Trust me to be the first, and probably only, player who gets confused by the situation.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

ALBION back issues.

The current state of affairs is as follows:-

Issue 1.   Out of print.
Issue 2.   9 copies.
Issues 3,4,5.   Out of print.
Issue 6.   1 copy.
Issue 7.   5 copies.
Issue 8.   6 copies.
Issue 9.   6 copies.
Issue 10.   5 copies.
Issue 11.   2 copies.
Issue 12.   5 copies.
Issue 13.   11 copies.

Hurry, hurry, hurry.   Place your orders now for the out-of-print issues.

Next issue.

Announcement of those taking part in Abstraction and 70/3.
Further game theory (heartening discussion).
Those taking part in the business game.
Report (I hope) on the Strategy and Tactics game '1918'.
Report on the AHIKS British Region meeting, April 11th/12th.
And more of the usual nonsense.

See you then!

INFORMATION: THE CONSERVATIVE POSITION ON DEFENCE EAST OF SUEZ.